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Shibata, Y.; Seta, N.; Shimizu, S.;
System Sciences, 1995. Vol. II. Proceedings of the Twenty-Eighth Hawaii International Conference on , Volume: 2 , 3-6 Jan. 1995
Pages:594 - 601 vol.2

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2 **Performance evaluation of a dynamic video resolution control schem media-synchronized video and audio communications**
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3 **New algorithms and techniques for well-synchronized audio and vid streams communications**
Kitamura, H.;
Computer Communications and Networks, 1997. Proceedings., Sixth Internatio Conference on , 22-25 Sept. 1997
Pages:214 - 219

[Abstract]   [PDF Full-Text (868 KB)]   **IEEE CNF**

4 **Co-ordinating stored media**
Linnington, P.F.;
Distributed Systems Support for Digital Audio and Video, IEE Colloquium on ,

Pages:8/1 - 8/3

[Abstract]   [PDF Full-Text (144 KB)]   IEE CNF

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5 **A novel multimedia synchronization model and its applications in multimedia systems**
Herng-Yow Chen; Nien-Bao Liu; Chee-Wen Shiah; Ja-Ling Wu; Wen-Chin Chen Ming Ouhyoung;
Consumer Electronics, IEEE Transactions on , Volume: 41 , Issue: 1 , Feb. 199
Pages:12 - 22

[Abstract]   [PDF Full-Text (940 KB)]   IEEE JNL

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6 **Time-delay neural networks for estimating lip movements from spee analysis: a useful tool in audio-video synchronization**
Lavagetto, F.;
Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 7 , Issue: 5 , Oct. 1997
Pages:786 - 800

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7 **Live media synchronization quality of a retransmission-based error recovery scheme**
Tasaka, S.; Nunome, T.; Ishibashi, Y.;
Communications, 2000. ICC 2000. 2000 IEEE International Conference on , Volume: 3 , 18-22 June 2000
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8 **Stored media synchronization based on buffer occupancy in PHS**
Kato, M.; Usui, N.; Tasaka, S.;
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9 **Speech-assisted lip synchronization in audio-visual communications**
Tsuhan Chen; Graf, H.P.; Haskell, B.; Petajan, E.; Yao Wang; Chen, H.; Wu Ch
Image Processing, 1995. Proceedings., International Conference on , Volume: 2 , 23-26 Oct. 1995
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10 **Lip synchronization in 3-D model based coding for video-conferenci**
Provine, J.A.; Bruton, L.T.;
Circuits and Systems, 1995. ISCAS '95., 1995 IEEE International Symposium on , Volume: 1 , 28 April-3 May 1995
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11 Issues in data embedding and synchronization for digital television
Brunheroto, J.; Chernock, R.; Dettori, P.; Dong, X.; Paraszczak, J.; Schaffa, F. Seidman, D.;
Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on , Volume: 3 , 30 July-2 Aug. 2000
Pages:1233 - 1236 vol.3

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12 Audio-visual unit selection for the synthesis of photo-realistic talkin heads
Cosatto, E.; Potamianos, G.; Graf, H.P.;
Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on , Volume: 2 , 30 July-2 Aug. 2000
Pages:619 - 622 vol.2

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13 Design and implementation of timing model in HDTV encoder
Feng Wang; Wenjun Zhang; Songyu Yu;
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Pages:908 - 912

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14 MultiSync: a synchronization model for multimedia systems
Herng-Yow Chen; Ja-Ling Wu;
Selected Areas in Communications, IEEE Journal on , Volume: 14 , Issue: 1 , J 1996
Pages:238 - 248

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15 Lip synchronization using speech-assisted video processing
Chen, T.; Graf, H.P.; Wang, K.;
Signal Processing Letters, IEEE , Volume: 2 , Issue: 4 , April 1995
Pages:57 - 59

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Ralf Guido Herrtwich
April 1992 **ACM SIGOPS Operating Systems Review**, Volume 26 Issue 2
Full text available: 📄 pdf(2.58 MB)   Additional Information: full citation, index terms

2 Designing file systems for digital video and audio
P. Venkat Rangan, Harrick M. Vin
September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles**, Volume 25 Issue 5
Full text available: 📄 pdf(1.31 MB)   Additional Information: full citation, abstract, references, citings, index terms

> We address the unique requirements of a multimedia file system such as continuous storage and retrieval of media, maintenance of synchronization between multiple media streams, and efficient manipulation of huge media objects. We present a model that relates disk and device characteristics to the recording rate, and derive storage *granularity* and *scattering* parameters that guarantee continuous access. In order for the file system to support multiple concurrent requests, we develop ...

3 Multipoint audio and video control for packet-based multimedia conferencing
F. Gong
October 1994 **Proceedings of the second ACM international conference on Multimedia**
Full text available: 📄 pdf(979.60 KB)   Additional Information: full citation, abstract, references, citings, index terms

> With the advent of broadband integrated services data network (B-ISDN) technologies such as Asynchronous Transfer Mode (ATM) networks, packet-based multimedia (e.g., live audio and video, animation, and text) conferencing is becoming a viable means for achieving virtual proximity, which enables us to overcome the physical separation in space and time and to interact more effectively in our science and engineering endeavors. To bring about the reality of virtual proximity, many technical iss ...

4 Synchronization in multimedia data retrieval

Anna Haj Hać, Cindy X. Xue
January 1997 **International Journal of Network Management**, Volume 7 Issue 1
Full text available: 🗋 pdf(487.64 KB)   Additional Information: full citation, abstract, references, index terms

> Synchronization of multiple medium streams in real time has been recognized as one of the most important requirements for multimedia applications based on broadband high-speed networks. This article presents a complete synchronization scheme for distributed multimedia information systems. © 1997 John Wiley & Sons, Ltd.

5 Embedded video in hypermedia documents: supporting integration and adaptive control

Dick C. A. Bulterman
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4
Full text available: 🗋 pdf(2.41 MB)   Additional Information: full citation, abstract, references, citings, index terms

> As the availability of digital video becomes commonplace, a shift in application focus will occur from merely accessing video as an independent data stream to embedding video with other multimedia data types into coordinated hypermedia presentations. The migration to embedded video will present new demands on application and support environments: processing of any one piece of video data will depend on how that data relates to other data streams active with ...

> **Keywords**: adaptive control, embedded video, hypermedia documents, multimedia, synchronization, video presentation

6 An RTP-based synchronized hypermedia live lecture system for distance education

Herng-Yow Chen, Yen-Tsung Chia, Gin-Yi Chen, Jen-Shin Hong
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Full text available: 🗋 pdf(930.85 KB)   Additional Information: full citation, abstract, references, index terms

> In this article, we have introduced a "Live Synchronized Hypermedia Live Lecture (SHLL) System" using RTP to synchronize the live presentation of streaming video lecture, HTML-based lecture notes, and HTML page Navigation Events. The SHLL framework consists of three major modules: (1) SHLL Recorder- for recording the temporal information of the AV lecture and the HTML-based lecture notes navigation processes. (2) SHLL Event Server- for receiving, depositing, and multicasting SHL ...

> **Keywords**: RTP, distance learning, multimedia synchronization

7 Feedback techniques for continuity and synchronization in multimedia information retrieval

P. Venkat Rangan, Srinivas Ramanathan, Srihari Sampathkumar
April 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 2
Full text available: 🗋 pdf(2.07 MB)   Additional Information: full citation, abstract, references, citings, index terms

> Future advances in storage and networking technologies will make it feasible to build multimedia on-demand information servers capable of providing services similar to those of a neighborhood videotape rental store over metropolitan area networks. Such multimedia information servers must not only support retrieval of continuous media units (such as video frames and audio samples), but also preserve synchrony among playback of the different media components constituting a multimedia object. ...

Keywords: intermedia synchronization, intramedia continuity, multimedia, multimedia on-demand information services, synchronization

8 Adaptive feedback techniques for synchronized multimedia retrieval over integrated networks

Srinivas Ramanathan, P. Venkat Rangan
April 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 2

Full text available: 📄 pdf(1.46 MB)   Additional Information: full citation, references, citings, index terms

9 Flow synchronization protocol

Julio Escobar, Craig Partridge, Debra Deutsch
April 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 2

Full text available: 📄 pdf(1.26 MB)   Additional Information: full citation, references, citings, index terms, review

10 An integrated metric for video QoS

Nalini Venkatasubramanian, Klara Nahrstedt
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**

Full text available: 📄 pdf(1.99 MB)   Additional Information: full citation, references, citings, index terms

11 Video Rewrite: driving visual speech with audio

Christoph Bregler, Michele Covell, Malcolm Slaney
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(179.44 KB)   Additional Information: full citation, references, citings, index terms

Keywords: facial animation, lip sync

12 MPEG-2 coded- and uncoded-stream synchronization control for real-time multimedia transmission and presentation over B-ISDN

L. Li, N. Georganas
October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available: 📄 pdf(893.22 KB)   Additional Information: full citation, abstract, references, citings, index terms

A real-time multimedia communication system over broadband networks is introduced in the paper. This system consists of distributed database servers which store and retrieve data objects of different types of media and in different coding formats. The multimedia document is transmitted over the network as streams through different connections and presented to the user simultaneously. A set of stream synchronization control schemes is designed to control the multiple data streams (either in ...

13 A synchronization model for recorded presentations and its relevance for information retrieval

W. Hürst, R. Müller

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Full text available: 📄 pdf(1.84 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

In order to improve the acceptance of recorded presentations, we introduce a new open document type covering a wide range of different media classes typically appearing in this scenario. Instances of this document type can be replayed using our time-based synchronization model. Random access in combination with the realized stream/media-layered synchronization mechanism results in essential features such as Random Visible Scrolling and Unrestricted Cross-Referencing ...

14 Demonstrating the effect of software feedback on a distributed real-time MPEG video audio player

Shanwei Cen, Calton Pu, Richard Staehli, Crispin Cowan, Jonathan Walpole
January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available: 📄 htm(8.66 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

15 A synchronization and communication model for distributed multimedia objects

Naveed U. Qazi, Miae Woo, Arif Ghafoor
September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available: 📄 pdf(170.44 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>
📄 ps(357.66 KB)

16 Automated authoring of hypermedia documents of video programs

Behzad Shahraray, David C. Gibbon
January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available: 📄 htm(35.19 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: HTML, automatic authoring, closed captioning, content-based indexing, digital libraries, linguistic processing

17 Low-level multimedia synchronization algorithms on broadband networks

Miguel Correia, Paulo Pinto
January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available: 📄 html(59.69 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

Keywords: broadbank networks, distributed multimedia systems, low-level synchronization

18 Evolving video skims into useful multimedia abstractions

Michael G. Christel, Michael A. Smith, C. Roy Taylor, David B. Winkler
January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: 📄 pdf(1.02 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: digital video library, empirical studies, evaluation, multimedia, video abstraction, video browsing, video skim

19 vic: a flexible framework for packet video

Steven McCanne, Van Jacobson
January 1995 **Proceedings of the third ACM international conference on Multimedia**
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Keywords: conferencing protocols, digital video, image and video compression and processing, multicasting, networking and communication

20 Algorithms and performance evaluation of the Xphone multimedia communication system

Alexandros Eleftheriadis, Sassan Pejhan, Dimitris Anastassiou
September 1993 **Proceedings of the first ACM international conference on Multimedia**
Full text available: 🗒 pdf(208.33 KB)
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1 Energy Optimization of Distributed Embedded Processors by Combined Data Compression a

Jinfeng Liu, Pai H. Chou
November 2003 **Proceedings of the 2003 IEEE/ACM international conference on Computer-ai**

Full text available: 📄 pdf(271.86 KB)   Additional Information: full citation, abstract, index terms

Transmitting compressed data can reduce inter-processor communicationtraffic and create new op
scaling) in distributed embedded systems. However, datacompression alone may not be effective
partitioning. This paper presents a dynamic programmingtechnique that combines compression an
energy on multiple voltage-scalable processorsrunning pipelined data-regular applications under p

2 Linear Algorithm for Data Compression via String Matching

Michael Rodeh, Vaughan R. Pratt, Shimon Even
January 1981 **Journal of the ACM (JACM)**, Volume 28 Issue 1

Full text available: 📄 pdf(507.76 KB)   Additional Information: full citation, references, citings, index terms

3 Hardware-Assisted Data Compression for Energy Minimization in Systems with Embedded P

L. Benini, D. Bruni, A. Macii, E. Macii
March 2002   **Proceedings of the conference on Design, automation and test in Europe**

Full text available:
📄 pdf(214.15 KB) 🖥 Publisher Site   Additional Information: full citation, abstract

In this paper, we suggest hardware-assisted data compressionas a tool for reducing energy consu
systems. We propose a novel and efficient architecture foron-the-fly data compression and decom
cache-to-memory path. Uncompressed cachelines are compressed before they are written back to
when cache refills take place.We explore two classes of compression methods, profile-drivenand d

4 Data compression

Debra A. Lelewer, Daniel S. Hirschberg
September 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 3

Full text available: 📄 pdf(3.61 MB)   Additional Information: full citation, abstract, references, citings

This paper surveys a variety of data compression methods spanning almost 40 years of research,
Huffman in the late 1940s to a technique developed in 1986. The aim of data compression is to re
communicated data, thus increasing effective data density. Data compression has important appli
distributed systems. Concepts from information theory as they relate to the goals and evaluation

5 Improving Compression Ratio, Area Overhead, and Test Application Time for System-on-a-C Compression/Decompression

P. Gonciari, B. Al-Hashimi, N. Nicolici
March 2002 **Proceedings of the conference on Design, automation and test in Europe**

Full text available: pdf(162.69 KB) Publisher Site   Additional Information: full citation, abstract

This paper proposes a new test data compression/decompression method for systems-on-a-chip. factors that influencetest parameters: compression ratio, area overhead and testapplication time. newmethod is based on a Variable-length Input Huffman Coding(VIHC), which fully exploits the ty as a novel mapping and reordering algorithmproposed in a pre-processing step. The new VIHC alg

6 Parallel algorithms for data compression

M. E. Gonzalez Smith, J. A. Storer
April 1985 **Journal of the ACM (JACM)**, Volume 32 Issue 2

Full text available: pdf(1.99 MB)   Additional Information: full citation, abstract, references, citings

Parallel algorithms for data compression by textual substitution that are suitable for VLSI impleme "dynamic" dictionary schemes are considered.

7 Color quantization by dynamic programming and principal analysis

Xiaolin Wu
October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4

Full text available: pdf(9.47 MB)   Additional Information: full citation, abstract, references, citings

Color quantization is a process of choosing a set of K representative colors to approximate the N c the resulting K-color image looks as much like the original N-color image as possible. This is an op complete in K. However, this paper shows that by ordering the N colors along their principal axis a

Keywords: algorithm analysis, clustering, color quantization, dynamic programming, principal an

8 A general-purpose compression scheme for large collections

July 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 3

Full text available: pdf(260.29 KB)   Additional Information: full citation, abstract, references, index t

Compression of large collections can lead to improvements in retrieval times by offsetting the CPU seeking and retrieving data from disk. We propose a semistatic phrase-based approach called xra sample training data extracted from a collection, and then compresses the entire collection online benefits of xray are that it can be used in applications where individual records or documents mus

Keywords: phrase-based compression, random access, sampling

9 Data compression via textual substitution

James A. Storer, Thomas G. Szymanski
October 1982 **Journal of the ACM (JACM)**, Volume 29 Issue 4

Full text available: pdf(1.29 MB)   Additional Information: full citation, references, citings, index terms

10 Test data compression using dictionaries with selective entries and fixed-length indices

Lei Li, Krishnendu Chakrabarty, Nur A. Touba
October 2003 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Vol

Full text available: pdf(594.46 KB)   Additional Information: full citation, abstract, references, citings

We present a dictionary-based test data compression approach for reducing test data volume in S on the use of a small number of ATE channels to deliver compressed test patterns from the tester number of internal scan chains in the circuit under test. Therefore, it is especially suitable for a re environment, where a narrow interface between the tester and the SOC is desirable. The dictionar

Keywords: Embedded core testing, SoC testing, reduced pin-count testing, test application time,

11 On-line data compression in a log-structured file system

Michael Burrows, Charles Jerian, Butler Lampson, Timothy Mann
September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on programming languages and operating systems**, Volume 27 Issue 9
Full text available: pdf(1.02 MB)   Additional Information: full citation, references, citings, index ter

12 Optimal prefetching via data compression

Jeffrey Scott Vitter, P. Krishnan
September 1996 **Journal of the ACM (JACM)**, Volume 43 Issue 5
Full text available: pdf(564.53 KB)   Additional Information: full citation, abstract, references, citings

Caching and prefetching are important mechanisms for speeding up access time to data on second competitive online algorithms has uncovered several promising new algorithms for caching. In this competitive philosophy for the first time to the problem of prefetching to develop an optimal unive with particular applications to large-scale databases and hypertext systems. Our prediction algorit

Keywords: Markov source, caching, competitive analysis, data compression, databases, fault rate secondary stage, universal prefetcher

13 Word-based block-sorting text compression

R. Yugo Kartono Isal, Alistair Moffat
January 2001 **Australian Computer Science Communications , Proceedings of the 24th Aust science**, Volume 23 Issue 1
Full text available: pdf(838.55 KB) Publisher Site   Additional Information: full citation, abstract, references, citings

Block-sorting is an innovative compression mechanism introduced in 1994 by Burrows and Wheele the input one block at a time through the use of the Burrows-Wheeler Transform (*BWT*); applying each of the permuted blocks; and then entropy coding the output with a Huffman or arithmetic co implementations have assumed that the input message is a sequence of characters. I ...

14 Enhanced word-based block-sorting text compression

R. Yugo Kartono Isal, Alistair Moffat, Alwin C. H. Ngai
January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fif Computer science - Volume 4**, Volume 24 Issue 1
Full text available: pdf(975.97 KB)   Additional Information: full citation, abstract, references, index t

The Block Sorting process of Burrows and Wheeler can be applied to any sequence in which symb each other. In particular, it is possible to parse text into a stream of words, and then employ bloc conditioning relationships between words. In this paper we build upon the previous work of two of further recency rank transformations, and considering also the role of the entropy coder. By comb

Keywords: arithmetic coding, burrows wheeler, recency ranking, text compression, transformatio

15 Predictive test compression by hashing

T. Raita, J. Teuhola
November 1987 **Proceedings of the 10th annual international ACM SIGIR conference on Rese information retrieval**
Full text available: pdf(744.53 KB)   Additional Information: full citation, abstract, references, citings

The knowledge of a short substring constitutes a good basis for guessing the next character in a n observation, i.e. repeated guessing and encoding of subsequent characters, is very fundamental f The paper describes a family of such compression methods, using a hash table for searching the p experiments show that the methods produce good compression gains and, moreover, are very fas

16 SAMC - efficient semi-adaptive data compression

Edward Hatton
November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on C**
Full text available: pdf(103.96 KB)   Additional Information: full citation, abstract, references, index t

Universal noiseless coding is of considerable interest to industry for the purposes of data reduction volumes of typically textual data. Compression schemes have evolved from simple memoryless Hu family of dictionary compression, to the current Markov or statistical modelling. This evolution has compression, at an increased cost of execution time and RAM requirements. Bell, Cleary, and Moff

17 An analysis of the Burrows—Wheeler transform

Giovanni Manzini
May 2001   **Journal of the ACM (JACM)**, Volume 48 Issue 3   .
Full text available: pdf(182.88 KB)   Additional Information: full citation, abstract, references, citings

The Burrows—Wheeler Transform (also known as Block-Sorting) is at the base of compression alg lossless data compression. In this paper, we analyze two algorithms that use this technique. The f described by Burrows and Wheeler, which, despite its simplicity outperforms the Gzip compressor run-length encoding step to improve compression. We prove that the compression ratio of bo ...

Keywords: Burrows—Wheeler transform, block sorting, move-to-front encoding, worst-case anal

18 Improving branch predictors by correlating on data values

Timothy H. Heil, Zak Smith, J. E. Smith
November 1999 **Proceedings of the 32nd annual ACM/IEEE international symposium on Micro**
Full text available: pdf(1.05 MB) Publisher Site   Additional Information: full citation, abstract, references, citings

Branch predictors typically use combinations of branch PC bits and branch histories to make predi branch predictors have come from reducing the effect of interference, i.e. multiple branches mapp contrast, the branch difference predictor (BDP) uses data values as additional information to impr predictors. The BDP maintains a history of differences between branch source register opera ...

19 Detecting content-bearing words by serial clustering—extended abstract

A. Bookstein, S. T. Klein, T. Raita
July 1995   **Proceedings of the 18th annual international ACM SIGIR conference on Resea information retrieval**
Full text available: pdf(921.90 KB)   Additional Information: full citation, references, index terms

20 Timing analysis: Reducing program image size by extracting frozen code and data

Daniel Citron, Gadi Haber, Roy Levin
September 2004 **Proceedings of the fourth ACM international conference on Embedded softwa**
Full text available: pdf(167.75 KB)   Additional Information: full citation, abstract, references, index t

Constraints on the memory size of embedded systems require reducing the image size of executin include code compression and reduced instruction sets. We propose a novel technique that elimina image without compromising execution time (due to decompression) or code generation (due to r and data portions are identified using profiling techniques and removed from the loadable image.

Keywords: feedback directed, frozen code, frozen data, image size

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